ROCK BAND®

TRACK PACK™

CLASSIC ROCK

TEEN
T
CONTENT RATED BY ESRB

HARMONIX

MTV GAMES

EA

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system.
- Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

2 GETTING STARTED

3 STARTING UP

3 INTRODUCTION

4 STARTING TO ROCK
4 COMPLETE CONTROLS

6 MAIN MENU
7 TV CALIBRATION

8 LEARNING TO ROCK
8 TRAINING
8 GUITARIST/BASSIST
10 DRUMMER
12 LEAD SINGER

14 ROCKING OUT SOLO
14 SOLO TOUR

14 ROCKING AS A BAND
14 TIPS FOR PLAYING AS A BAND
15 MULTIPLAYER MODES

16 SAVING AND LOADING

16 *ROCK BAND® TRACK PACK™ CLASSIC ROCK* CREDITS

19 SONG CREDITS

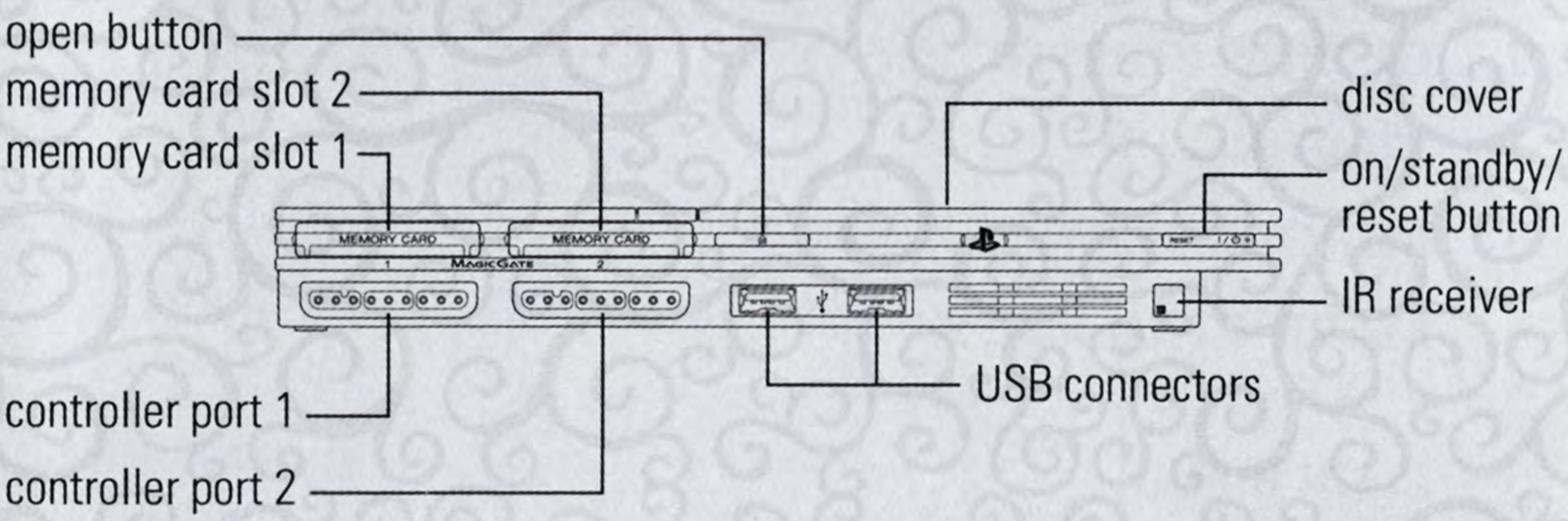
21 LIMITED WARRANTY

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

www.EA.com

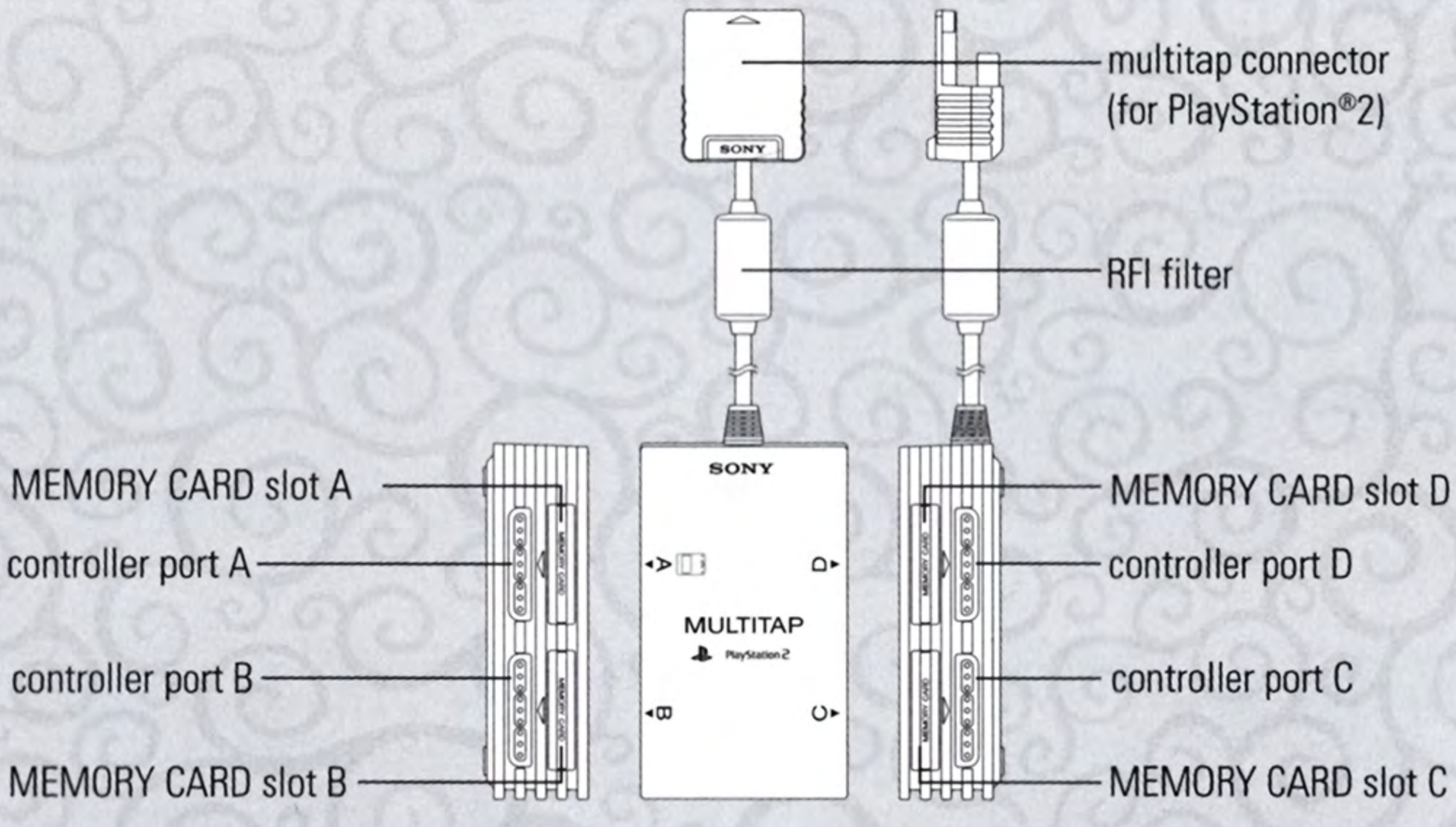
www.harmonixmusic.com
www.mtv.com
www.ROCKBAND.com

GETTING STARTED



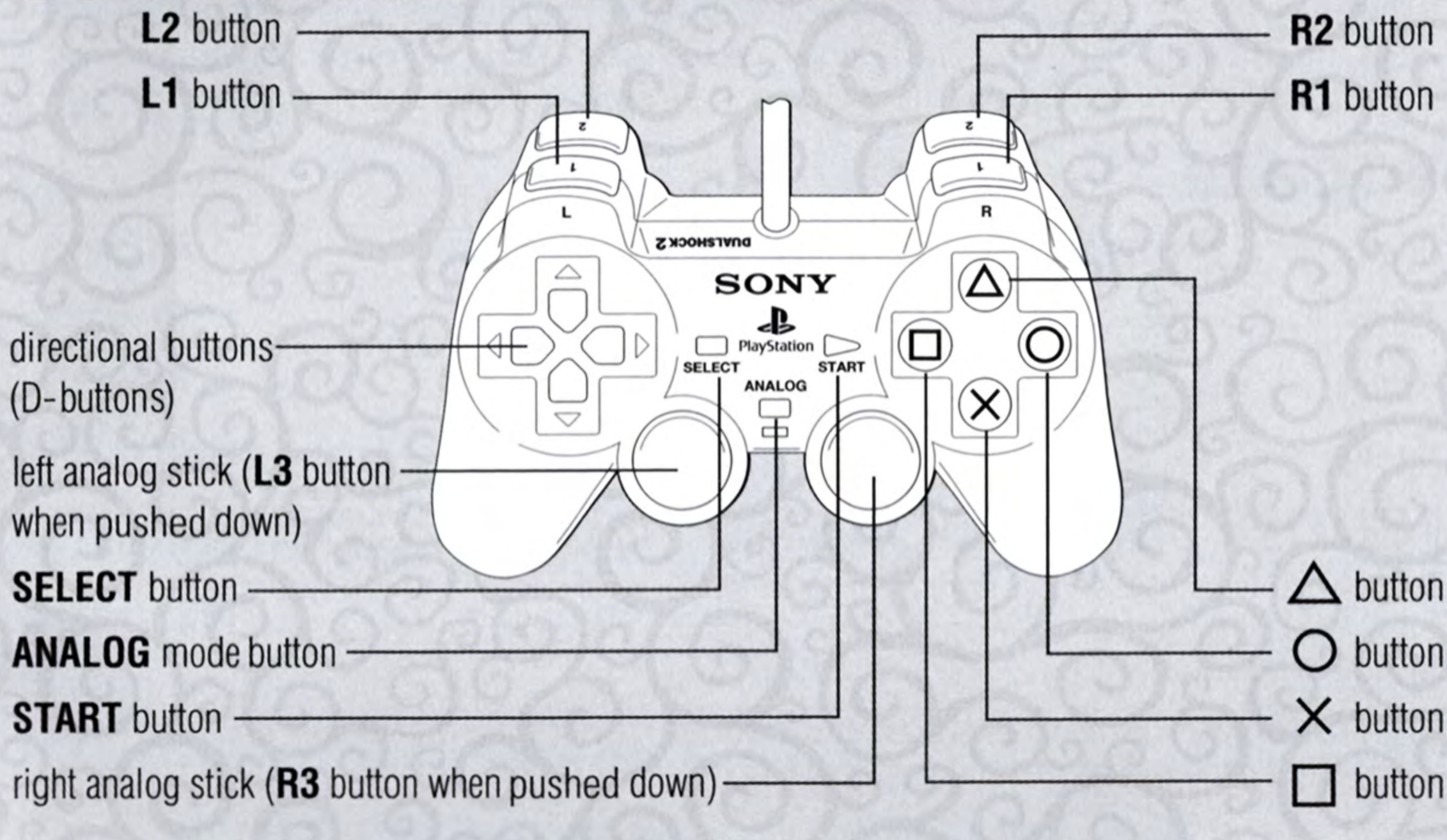
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *Rock Band® Track Pack™ Classic Rock* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION

Rock Band® Track Pack™ Classic Rock features a 20-song expansion pack for the award-winning, genre-defining rhythm game *Rock Band*. Using *Rock Band* peripherals, embark on solo or cooperative careers as a guitarist, drummer or singer, rocking out to some of the biggest classic rock songs of all time.

STARTING TO ROCK

COMPLETE CONTROLS

MENU NAVIGATION

To navigate menus, press the left analog stick or directional buttons to highlight an option, press the ⊗ button to open its submenu (if applicable), press the directional buttons or left analog stick again to highlight a selection, then press the ⊗ button to confirm.

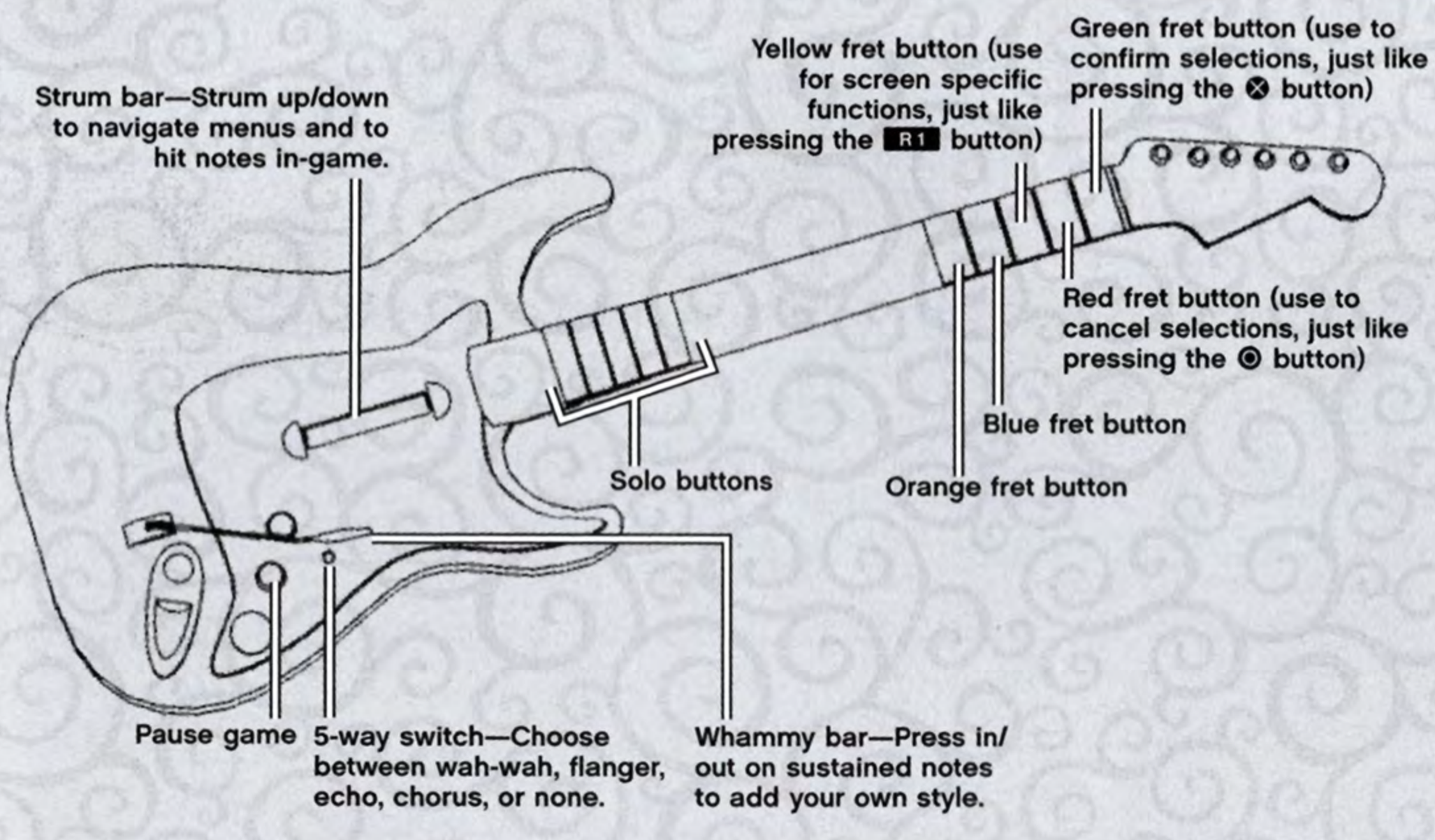
VOCALS

Adjust vocal track volume (when microphone is enabled)	◉ button
Adjust the volume of your vocals (when microphone is enabled)	△ button
Adjust mic sensitivity (when is enabled)	□ button
Pause game	**START** button

FENDER™ STRATOCASTER™ GUITAR CONTROLLER

To play guitar or bass, press and hold the fret buttons matching the notes you see coming down the track. When those notes cross the target at the bottom of the screen, press down on the strum bar to play the note.

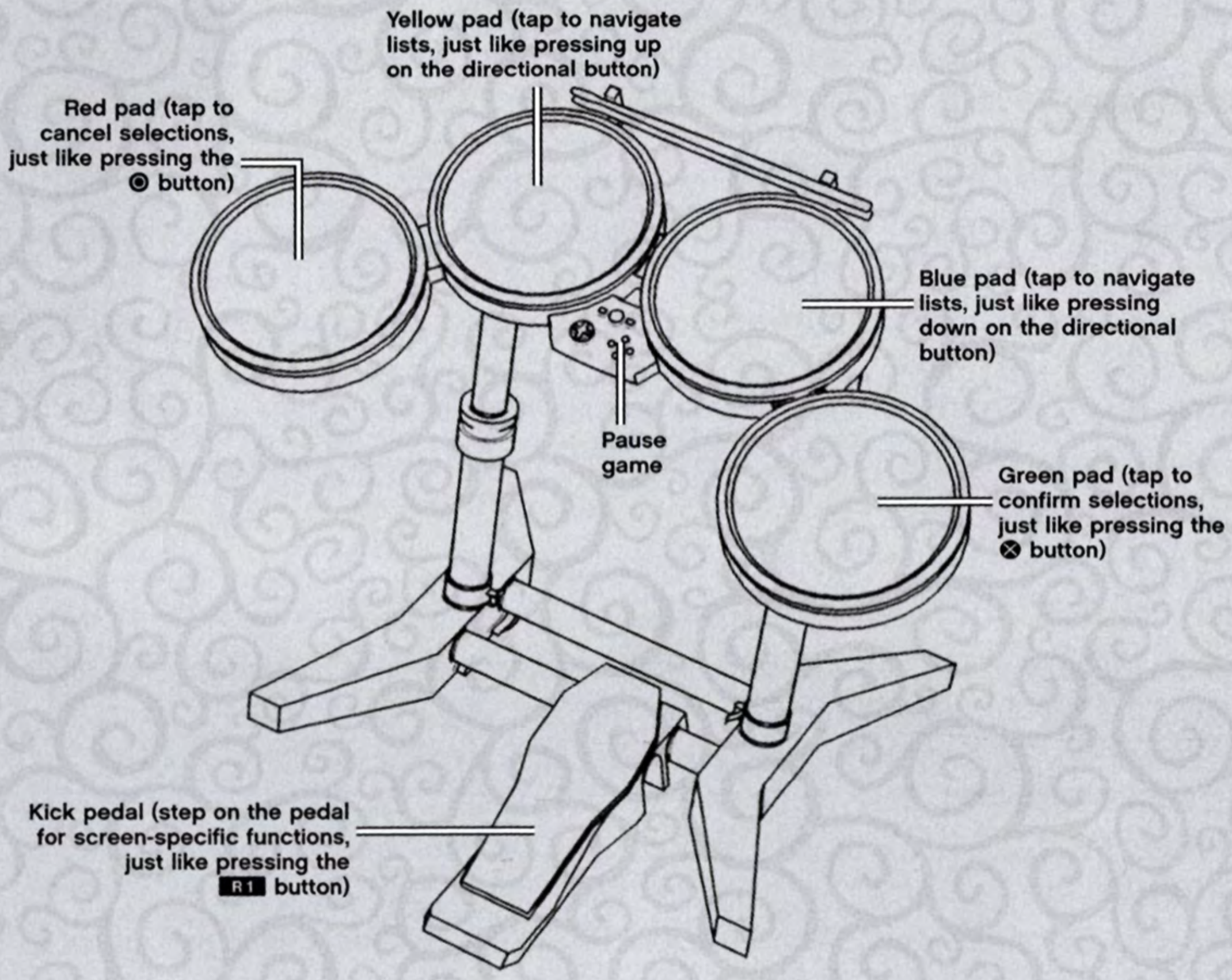
- Don't forget, you can hold those fret buttons down in advance. Just like with a real guitar, it only makes noise if you strum.


Strum bar—Strum up/down to navigate menus and to hit notes in-game.
Yellow fret button (use for screen specific functions, just like pressing the R1 button)
Green fret button (use to confirm selections, just like pressing the ⊗ button)
Red fret button (use to cancel selections, just like pressing the ◉ button)
Blue fret button
Orange fret button
Solo buttons
Pause game
5-way switch—Choose between wah-wah, flanger, echo, chorus, or none.
Whammy bar—Press in/out on sustained notes to add your own style.

NOTE: Tilt the controller neck upwards to go into Overdrive. For information on how to play the guitar in-game, see p. 8.

DRUMS

To play the drums, use your drumsticks to hit the pads that match the rhythm notes as they cross the target at the bottom of the track. Press your foot down on the kick pedal when you see wide, orange notes cross the target at the bottom of the track.


Yellow pad (tap to navigate lists, just like pressing up on the directional button)
Red pad (tap to cancel selections, just like pressing the ◉ button)
Blue pad (tap to navigate lists, just like pressing down on the directional button)
Pause game
Green pad (tap to confirm selections, just like pressing the ⊗ button)
Kick pedal (step on the pedal for screen-specific functions, just like pressing the R1 button)

IMPORTANT NOTE: If you run out of USB ports while connecting *Rock Band® Track Pack™ Classic Rock* USB-compatible peripherals, you can use almost any USB hub for additional ports.

MAIN MENU

At the title screen, press the **START** button to access the main menu and start building your musical legacy.

Solo	Perform a song just for fun in Quickplay mode, or get out there on the road as a guitarist, singer, or drummer on your own Solo Tour.
Multiplayer	Play with your friends in Band Quickplay mode, hit the road to fame in Band Tour mode, or if you have a score to settle, play against your friends in Tug of War or Score Duel modes.
Training	Learn tricks of the trade or just practice. From basic techniques to advanced maneuvers, improve your guitar playing, drumming, or singing here.
Options	Adjust audio, gameplay, and data options, or calibrate your game for your television type.
Extras	Check out some special features by the creators of *Rock Band® Track Pack™ Classic Rock*.

OPTIONS

To adjust options, select OPTIONS from the main menu.

- Select VIDEO to choose either Progressive Scan or Widescreen viewing modes.
- Select AUDIO SETTINGS to adjust Vocal Settings as well as Instrument, Background Music, Crowd, and Sound Effects volumes.
- Select GAMEPLAY SETTINGS to change to Lefty Mode or select a Vocal Style (Scrolling or Static).
- Select MANAGE DATA to rename or delete Character Data, Band Data, or save and load games.
- To calibrate your system, select CALIBRATE SYSTEM. For more information, see p. 7.

TV CALIBRATION

Even the most novice musician should be able to pick up and play *Rock Band® Track Pack™ Classic Rock* right out of the box. In some cases, however, particularly with HDTV systems, the audio and video may play at different times, making it difficult to play the right note at the right time. If you are ready to blame your TV for your less-than-stellar musicianship, try calibrating your system.

MANUAL CALIBRATION

1. Select OPTIONS from the main menu, then select CALIBRATION SETTINGS to proceed to Step 1: AUDIO CALIBRATION.
2. Each time you hear a drum beat, press the directional button ➡/strum/hit the green pad in time with the beat you hear.
3. Proceed to Step 2: VIDEO CALIBRATION. When you see the needle hit either side of the meter, press the directional button ➡/strum/hit the green pad in time with the needle.
4. Press the directional button ➡. Your system is now calibrated. Test it out!

MANUALLY SET NUMBERS

If you can't get an ideal calibration using Manual Calibration, try setting your calibration numbers by hand. Select SET LAG MANUALLY from the Audio Calibration and Video Calibration screens. Once you've gone through all the steps, you might try testing your work in Quickplay or Practice mode to see if you've gotten the calibration right. If it's still not perfect, try calibrating again.

If after all that you're still having trouble—or if you just want more information about calibration—please visit www.rockband.com.

LEARNING TO ROCK

TRAINING

Practice makes perfect—even for the cockiest soon-to-be superstar.

TUTORIALS

Select TRAINING from the main menu, then TUTORIALS to learn your craft. These tutorials are perfect for beginners or for those looking to learn a few advanced techniques.

PRACTICE MODE

In Practice mode, you aren't being scored, so it's a great way to try out advanced techniques or master a song without annoying your bandmates or the crowd. Select a song, then a difficulty level (EASY, MEDIUM, HARD, or EXPERT). Next, select the start and end sections of the song you want to play. Then select the speed that's most comfortable for your playing ability.

- In Practice mode, you aren't scored, which means you can try out your wildest styles or put your craziest playing to the test without fear of losing the crowd.

TIP: Tough songs are easier to tackle at half speed!

GUITARIST/BASSIST

Tear it up as a guitar god or a solid, in-the-pocket bass player.

- Plug in your Fender™ Stratocaster™ guitar controller (or any other compatible guitar peripheral) and get ready to soak up the spotlight.

BASICS

To shred like a pro (or, at least, an ambitious beginner), hold down the fret button that corresponds with the next note that will pass through the target. As it passes, strum up or down on the Strum Bar to play the note.

- To keep things simple, if you see several notes of the same color in a row, you can keep the correct fret button depressed and strum only when the note passes the target.
- When playing chords, you'll need to play more than one note at the same time. Don't panic, you'll be fine. Just press down the correct fret buttons simultaneously and strum when appropriate.
- Keep an eye on the Crowd Meter—it tells you how much the audience is digging your performance. Play too many wrong notes and the Crowd Meter slips into the red. When it's completely empty, you're kicked off the stage.

WHAMMY BAR

Customize your sound during long notes by reaching for that whammy bar.

- To use the whammy bar, press it in towards the guitar. This bends the notes you're playing and gives your tone some depth. But don't overdo it, you ain't Steve Vai, champ. (Unless, of course, you actually are Steve Vai, in which case, carry on.)

ENERGY

Whip the crowd into a frenzy, rack up some serious points, and even save yourself or a bandmate—all by going into Overdrive!

- **To build up your Energy, nail the special glowing note phrases to fill up your Energy Meter. When the meter is at least half-full, you can use your Energy to go into Overdrive by tilting your guitar towards the heavens. While your Energy is draining, the crowd will be all yours and your score will be climbing out of control.**

TIP: If you see a special long glowing note, whammy that sucker to fill up your Energy Meter at an even faster rate.

SOLOS

Come on, admit it; you only got into playing guitar for the solos. But who didn't?

- When you start your solo, the Solo Indicator appears. The Solo Indicator keeps track of how many notes you've landed so you can brag to your guitar techs about it later.
- If you have a Fender™ Stratocaster™ Guitar Controller, you can use the five special fret buttons high up on the neck near the body for soloing. When pressing these buttons, you don't need to strum, so you can finger tap that solo—or just showboat like crazy.

DRUMMER

If you believe you're the reason the term "drum solo" was invented, welcome to the band.

THE BASICS

Keep the beat like a human metronome by hitting the correct colored drum pad when the matching note crosses the target.

- Hit the drum pad that matches the rhythm note you see as it crosses the target at the bottom of the screen.
- The wide orange notes are for the kick pedal—stomp on that bad boy when these notes cross the target.
- Keep an eye on your Crowd Meter. If you miss too many notes—or hit too many of the wrong ones—you'll lose the crowd and get kicked off stage.

TIP: Before heading out onstage you might want to master the drums in the tutorials. Select TRAINING from the main menu.

FOR THE PROS: The red drum is your snare, the green drum is your crash, and the yellow and blue drums are your cymbals (that turn into toms during fills).

ENERGY

If you see four solid color bars appear on the screen, that's your cue to bust out an awesome drum fill. Drum fills increase the level of Energy in your Energy Meter, driving the crowd wild. Plus, they are just plain awesome.

- At the end of the drum fill, you'll see a green crash note appear. To use your Energy, nail that green crash. While your Energy Meter drains, the crowd will be going nuts and your points will skyrocket.
- If you choose, you can also wait to build your Energy further before using it. To wait, simply don't hit the green crash cymbal at the end of the fill.

LEAD SINGER

Think you're worthy of wielding the mic? Plug in your USB-compatible microphone and prove it as the lead vocalist.

Crowd meter—How much the audience is digging your performance.
Score Multiplier
Streak meter—Sing flawlessly to fill the meter and start a score multiplier.
40,000
Points
Stars—As your points increase, you earn stars—up to five total.
Phrase rating—Rates how accurately you perform vocal phrases.
give it all up for naught?
Lyrics
Pitch indicator
Note guides

NOTE: You must have a microphone to sing. Any USB-compatible mic should work.

LYRICS

Sing the words as they pass the bar on the left side of the screen. Follow along with the note guides.

PITCH

The Pitch Indicator shows you the pitch you're singing. If a song is out of your range you can always sing an octave higher or lower. As long as you're singing the right note, you're still on the money.

TIP: Watch the Pitch Indicator. If you don't know a song, you can try to wing it by guessing until the Pitch Indicator lines up with the note guide.

NOTE: If you see those special percussion notes scrolling on the screen, whack the microphone against your hand in time with the notes passing through the target. Percussion notes allow you to play a little tambourine—or, ahem, cowbell—while the other musicians are doing their thing.

ENERGY

Energy Phrases

When you see a special glowing phrase, sing those sections as accurately as you can and you'll gain Energy and fill your Energy Meter.

Freestyle Section

- **To use your Energy, look for special lit-up yellow sections without note guides—called Freestyle Sections—and just belt something out to go into Overdrive! You're the singer after all, so improvise something!**

VOLUME CONTROL

You can control how much—or how little—you hear yourself or the original artist during a song using the buttons on your controller.

- To adjust the vocal track (the master recording), press and hold the ◉ button, then press the directional button ⬅/➡.
- To adjust the volume of the singer's track (you), press and hold the △ button, then press the directional button ⬅/➡.
- To adjust the mic sensitivity, press and hold the ▣ button, then press the directional button ⬅/➡.

ROCKING OUT SOLO

Get ready to pick up your axe, drumsticks, or mic, and show the world what you've got.

- To begin, select SOLO from the main menu. Choose to either do a simple one-shot QUICKPLAY performance or go on a SOLO TOUR.

SOLO TOUR

Play through this electrifying concert setlist from start to finish to solidify your permanent place in rock 'n' roll history!

- To begin a Solo Tour, select SOLO from the main menu, then choose SOLO TOUR.

QUICKPLAY

Select SOLO from the main menu, then choose QUICKPLAY. Select a song, then a difficulty setting (EASY, MEDIUM, HARD, or EXPERT) and get ready to bring down the house.

ROCKING AS A BAND

So playing solo was fun, but now you're ready to play as a band. You're gonna have to deal with drama, power plays, and divided profits. But the pay-off can be pretty sweet … plus you'll be able to take shifts driving the van. Read on, but remember: there is no "I" in band. You'll have to learn to work together.

- To play as a band, select MULTIPLAYER from the main menu.

TIPS FOR PLAYING AS A BAND

SAVING BANDMATES WITH ENERGY

Got a bandmate who's having an off night? Go into Overdrive, get the crowd moving, and save your band's career—all at the same time.

- If a bandmate fails during a performance, you can bet the crowd is gonna notice—it'll bring down your Crowd Meter, which is no fun. But here's the good news: you can get them back by using your Energy.
- After you bring a bandmate back, remember: it's three strikes and they're out. After three failures, your bandmate gets kicked off stage for the rest of the song. And, yes, the crowd gets mad.

COMBINING ENERGY

Sure, you can use your Energy to bail out one of your less-talented bandmates, but that's no fun. What's really awesome is when you and your bandmates go into Overdrive all at the same time! Not only do you work the crowd into a frothing mass of hysteria, you earn a band multiplier of up to 8x! The multiplier affects everyone (not just those of you in Overdrive)—now that really racks up the points!

TIP: Going into Overdrive at the same time as your bandmates can be tricky! Keep an eye out for bandmates in Overdrive and then unleash your Energy!

MULTIPLAYER MODES

To play as a band, select MULTIPLAYER from the main menu.

BAND TOUR

Play through this electrifying concert setlist from start to finish to catapult your band into rock superstardom!You can have up to four band members, and the more members you have, the more points you can earn … unless, of course, they suck.

- Select MULTIPLAYER from the main menu, then BAND TOUR to start your path to glory as a band. In the Select Your Band screen, choose to either START A BAND (you are the band leader) or JOIN A BAND (someone else is the leader). In the Connect Controller screen, all band members must press the ⊗ button to join. Nice, you're in a band!

NOTE: The band leader must be connected in order for the band to play.

BAND QUICKPLAY

Select MULTIPLAYER from the main menu, then BAND QUICKPLAY to pick up a gig as a band. All band members must press the ⊗ button to join. Select a song, then each player selects a difficulty level, to begin.

TUG OF WAR

In this mode it's just you versus another up-and-coming musician in a battle of skill. Trade off different sections of the chosen song to see who can play more perfectly and, ultimately, win over the crowd.

- To play, select MULTIPLAYER from the main menu, then choose TUG OF WAR.

SCORE DUEL

In a Score Duel, you're competing against an opponent who is playing the same instrument as you at the same difficulty level. Whoever's got the better chops gets bragging rights for all eternity.

- To play, select MULTIPLAYER from the main menu, then SCORE DUEL.

SAVING AND LOADING

You must have a memory card (8 MB) (for PlayStation®2) to save your game progress.

- Your Solo or Band Tour mode progress is automatically saved at the end of a performance.

ROCK BAND® TRACK PACK™ CLASSIC ROCK CREDITS

PI STUDIOS *ROCK BAND® TRACK PACK™ CLASSIC ROCK* TEAM

Lead Engineer: Daniel Casslasy
Engineers: Matt Cratty, Darren Edgar , Andrew S. Giles, Richard "Glitch" Giliam, Harry Oliver Jones, Timothy Patterson
Lead Artist: Jason Suarez
Artists: Corey Grant , Cole Hopkins, Lasha Johnson
Producers: Todd Daniel, Kenn Hoekstra
Associate Producers: Graham Everett, Kristin "Router" Ritchie, Brandt Smith
QA Director: Matt Mirkovich
QA Lead: Mark Meza
QA Testers: Edward Barnett, Jim Cook, Ricky Diaz, Stephen Dodd, Michael Huddleston, Ryan Ireland, Miguel Rial, Hasan Tariq, Michael Taylor, Matt Walther
Pi Studios is: Joey Alfeche, Emory J. Au IV, Ryan Austin, Rhett Baldwin, Wesley Barta, Edward Barnett. Jared T. Bialo, Brandon Biggs, Francisco Borecki, Nick Borrelli, Calvin Bryson, Brian Bugh, Joel Burke, Chuck Carson, Daniel Casslasy, Roger Castro, Josh Causey, Jim Cook, Ryan Cortes, Joel Cotes, Matt Cratty, Ricky Diaz, Todd Daniel, Phillip Davis, Daniel Devorkin, Ben Donatelli, Matt Donatelli, Chris Dodd, Stephen Dodd, Christian Easterly, Darren Edgar, Will Edwards, Robert Erwin, Graham Everett, John Faulkenbury, Chris Foster, Joey Garcia, Andrew S. Giles, Richard "Glitch" Giliam, Adriel Goddard, Cary Gordon, Gavin Goslin, Christopher Hapner, Cody Hastings, Kevin Hebert, Michael Helms, Matthew Hemby, Kenn Hoekstra, Grace Holter, Cole Hopkins, Richard Hopper, Brian Hoss, Michael Huddleston, Shiny Hsu Imberman, Ryan Ireland, Lasha Johnson, Dirk Jones, Lisa Jones, Harry Oliver Jones, Travis Jones, Jon Jordan, Ally Kates, Dave King, Dan Kramer, Cameron Lamprecht, Jason Lederer, Peter Mack, Eric Malek, Rich Marble, Brittany Maxey, Scott McNutt, Brian Megargee, David Mertz, Mark Meza, Matt Mirkovich, Louis Myers, Sharon Newton, John Nguyen, Joseph Novak, Chea O'Neill, Jessica Oyhenart, Mike Pankratz, Timothy Patterson, Seth Petersen, Steven Pierce, Mike Quinn, Miguel Rial, Lance Riggs, Kristin "Router" Ritchie, H. William Roeske III, Alex Sengsoury, Dan Sgranfetto, Brandt Smith, Derek Smith, Jason Spencer, Jeremy Statz, Chris Steiger, Jason Suarez, Hasan Tariq, Michael Taylor, Ole Thomasen, Joey Vento, Johnny Villarreal, Matt Walther, Christina Ward, Michael Walters, Obray Williams, Jesse Ziglar
Pi Special Thanks: Jamie Eason, Brian Bartlett, Warehouse Live, Houston, TX

HARMONIX TRACK PACK TEAM

Producer: Shawn Green
Associate Producer: Tom Bartlett
Additional Production: Matt Kelly
Production Assistant: Robert Shepherd
Writers: Helen McWilliams, Brett Milano
Audio Director: Eric Brosius
Audio Producer: Heather Wilson
Audio Associate Producers: Anya Macmillan, Marc Raila, John Veneron
Audio Administrative Assistant: Sami Genstein
Senior Sound Designers: Jeff Allen, Patrick Balthrop, Arthur Inasi, Izzy Maxwell, Sachi Sato
Composer/Sound Designers: Robert Armaline, Adam Arrigo, Jeremy Bridge, Greg Capolino, Katy Cone, Dan Crislip, Maclaine Diemer, Caleb Epps, Joe Kelly, Kedaar Kumar, Matthew Levitt, Chris Lynch, Rob Lynch, Devon Newsom, Jonathan Rubinger, Michael Veloso, Cindy Wang, William Whitney, Chris Wilson, Emeen Zarookian
Engineering Director: Eric Malafeew
Media Artist: Todd Robertson
Senior Lip Sync Artist: Kelly Scott
Lip Sync Animators: Tony Astone, Michael Georgeson, Kerry Roan, Anne Marie Ticaric, Erin Young
Lip Sync Intern: Kristin Palach
Cam/Lights Artists: Matt Durson, Michael Georgeson, Mallika Sundaramurthy, Jessica Taylor
QA Lead: Justin Stanizzi
Senior QA Tester: Keith Smith
QA Tester: Caleb Wheeler
QA Audio Leads: Matt Clement, Jay Magrisso
Senior Audio Testers: Tim Dwyer, Josh Myers, Chris Rando
Audio Testers: Tom Brown, Dan Bruno, Armen Casarjian, Matthew DiPierro, Jonathan Haught, Sean Jeffery, Nicholas F. Kallman, Drew Olsen, Jonathan Pardo, Dave Plante

This game would not be possible without the support of:

HARMONIX MUSIC SYSTEMS, INC

Harmonix Management

CEO: Alex Rigopulos
CTO: Eran Egozy
COO: Mike Dornbrook
VP Product Development: Greg LoPiccolo
VP Business Development: Florian Hunziker
Administration Director: Kris Fell
Art Director: Ryan Lesser
Art Manager: Jason Arnone
Audio Director: Eric Brosius
Creative Director: Josh Randall
Director of Design: Chris Foster
Engineering Director: Eric Malafeew
Hardware Development Director: Daniel Sussman
IT Director: Greg Rich
Director of Production: Tracy Rosenthal-Newsom
QA Director: Luke Jacobs
Web Director: Jeff Chausse

Project Management

Senior Producers: Kasson Crooker, Jon Leslie, Matthew Nordhaus, Michael Verrette
Producers: Shawn Green, Matt Kelly, Jason Kendall, Pete Maguire, Alan Moore, Alex Rossi, Naoko Takamoto, Jason Warburg, DeVron Warner, Heather Wilson
Associate Producers: Tom Bartlett, Julie Benevides, Jon Carter, Gordon Fellows, Mark Grimm, Anya Macmillan, Aaron Price, Marc Raila, John Veneron
Production Assistant: Robert Shepherd

Engineering

Engineering Manager: Seth Goldstein
Senior Software Developers: Keith Costorf, John Eskew, James Fleming, Paul Gavazzi, Avida Michaud, Aurelio Ramos, Greg Seegert, Dan Schmidt, Brian Stephens
Software Developers: Ike Adams, Doug Applewhite, Bryn Bennett, Dan Brakeley, Ryan Challinor, Mike Fitzgerald, Marc Flury, Roger Hanna, Jim Otermat, Jeremy Parker, Geoff Pitsch, Jeff Rubin, Jessica Scott, Matthew Sharpe, Jeff Somers, Josh Stoddard, Rob Stott, Chris Welch
Release Engineer: Chris McCarthy
Technical Designer: Jason Booth
Live Operations Manager: Andy Shoemaker
Senior Database Developer: Brian Mesick

Design

Senior Designers: Sylvain Dubrofsky, Dan Teasdale
Designer: Casey Malone
Design Intern: Grace Williams
Playtest Coordinator: Chris Canfield
Playtest Assistant: Jyllian Thibodeau
Senior Writer: Helen McWilliams
Writer: Brett Milano

Art

Senior Artists: Ben Bathen, David Battilana, Anders Beer, Adam Carriuolo, Jeff Carroll, Mitch Fletcher, Matt Gilpin, Steven Kimura, Peter MacDonald, Dare Matheson, Kevin McGinnis, Matt Moore, Brian Parnell, Kelly Scott, Jed Wahl, Adolph Wong Artists: Tony Astone, Brad Benedetti, Noah Berkley, David Boghdan, Nick Bright, John Dee, Aaron DeMuth, Matt Durso, Michael Georgeson, Brian Gibson, David Goodrich, Chris Hartelius, Riseon Kim, Mike Krentz, Paul Lyons, Eliot Min, Michael Monsalvatge, Reiko Murakami, Don Pan, Matt Perlot, Soe Lin Post, Kerry Roan, Mallika Sundaramurthy, Jessica Taylor, Anne Marie Ticaric, Leo Tolentino, Rob Weychert, Shawn Witt, Nathan Wright, Erin Young
Media Artists: Erica Henderson, Todd Robertson, Sherika Vitureira

Audio

Senior Sound Designers: Jeff Allen, Patrick Balthrop, Arthur Inasi, Izzy Maxwell, Sachi Sato
Composer/Sound Designers: Robert Armaline, Adam Arrigo, Jeremy Bridge, Greg Capolino, Katy Cone, Dan Crislip, Maclaine Diemer, Caleb Epps, Joe Kelly, Kedaar Kumar, Matthew Levitt, Chris Lynch, Rob Lynch, Devon Newsom, Jonathan Rubinger, Michael Veloso, Cindy Wang, William Whitney, Chris Wilson, Emeen Zarookian

Quality Assurance

QA Manager: Daniel Krikorian
Senior QA Lead: Bill Cook
QA Leads: Matt Adams, Matt Clement, Tim Cook, Jay Magrisso, Joseph Pagliuca III, Colin Snyder, Justin Stanizzi, Simon Yan
Senior QA Testers: Steven Razlo Bailey, Adam Baptiste, Daniel Chase, Tim Dwyer, Chris Enright, Michael Lewis, Eric Pope, Bret Rouse, Keith Smith
QA Testers: Chuck Alessi, Tom Brown, Dan Bruno, Robert Butts, Jeff Cardin, Adam Cardoza, Armen Casarjian, Daniel Chace, Joshua Dieckmann, Jeff Dishman, Matthew DiPierro, Aaron Everett, Marissa Flabouris, Alex Gold, Josh Goldstein, Ryan Griffin, Jonathan Haught, Conrad Hollomon, Brian Imhausen, Sarah Javaheri, Sean Jeffrey, Dan Johnson, Nick Kallman, Sean Kearney, Michael Lattiak, Pete Lynch, Bryan Marshall, Estevan Martinez, Josh Myers, Juliet Nuzzo, Maria O'Brien, Drew Olsen, Jonathan Pardo, Tom Peterson, David Plante, Chris Rando, Nathaniel Read, Ben Remignanti, Jason Silva, Matt Taylor, Caleb Wheeler, Emily Waddy, Frank Washburn, Austin White
QA Engineers: Bret Rouse, Jessica Smith, Whitney Sternberg

Web Community and Public Relations

Senior Web Developer: Colby Grenier, Allen Holt, Jim Krehl, Ady Otoole
Senior Web Designer: Rumsey Taylor
Senior Web Systems Administrator: Simon Kuhn
Flash Developer: Colby Grenier
User Experience Designer: Matt Derby
PHP Developer: Russen Guggemos
Associate Web Producer: Fish McGill
Web Production Assistant: Christine Jandreau
PR Coordinator: John Drake
PR Advisor: Spencer Steere
Manager of Community Development: Sean Baptiste
Community Moderators: Eric Chon, Alex Navarro, Aaron Trites

Support

HR Administrator: Janet Freed
Executive Assistant: Cheryl DalPozzal, Rachel Latta
Administrative Assistants: Melanie Bernier, Ben Carr, Casey Cross, Shari Eleftherion, Hilary Emmons, Emily Gabrian, Sami Genstein, Rachel Johnson, Carolyn Kelly, Kristy Lewis, Rebecca Potter
Accountant: Melonie Newman
IT Coordinator: Ben Weeks
IT Support Specialist: Chris Palmer
IT Support Assistants: Dan Conway, Brian Crombie
Systems Administrator: Jen Patrick
Senior Web Systems Administrator: Simon Kuhn
Office Manager: Kurt Davis
G & A Coordinator: Tim Zylicz
Operations Associate: Michael Flanagan, Philip Hunt
The Interns: Keith Emmanuel, Eric McDonald

Harmonix Manufacturing and Licensing

Consultant Extraordinaire: Jerry Wolosenko
Manufacturing Analyst: Ben Currier, Prashant Gupta
Senior Producer of Hardware: Todd Baker
Product Manager: Paul Gallo
Creative Designer: Matt Boch
Industrial Designer: Matthew Reineck
Software Developer: Jim Otermat
Design Technician: Derek Enos
QC Coordinator: Nate Stoddard

Outsource Art

Character Asset Creation: Original Force 3D, Liquid Development
Instrument Asset Creation: Liquid Development
Motion Capture and Animation: Curious Pictures
Additional MoCap/Char Editing: Perspective Studios
MoCap Performers: Jeff Allen, Yula Yael Beeri, Craig Billmeier, Bryan Eck, Valerie Forgione, Emma Fyman, Natalja Kent, Joseph Letz, Chris Mascara, Jennifer Mauer, Izzy Maxwell, Sarah McClellan, Shinya Miyamoto, Stephanie Paynes, Paul Pisano, Lauren Recchia, Zoilo Ruiz, Elisa Seda, Emil John Schmidt, Gene Shteyn, Stephen Stancato, Mallika Sundaramurthy, Anne Marie Ticaric
Original Force 3D Special thanks to: Harley Zhao, Jonathan Jiang, Kevin Wang, Daria Gu
Liquid Development Special thanks to: Stefan Henry-Biskup, Jane Dangoia, Darren Bartlett, Josh Harvey, Heather Dyer
Curious Pictures Special thanks to: Lewis Kofsky, Annie Moore, Mike Lang, Edward Charny, Michele Matt, Cory Alderman

Fonts

"ITC" and "Avant Garde" are trademarks of International Typeface Corporation, registered in the U.S. Patent and Trademark Office and may be registered in certain jurisdictions. "ITC Serif Gothic" is a trademark of International Typeface Corporation which may be registered in certain jurisdictions.

"Kabel" is a trademark of Linotype Corp., registered in the United States Patent and Trademark Office and may be registered in certain jurisdictions in the name of Linotype Corp. or its licensee Linotype GmbH.

Fakir is a trademark of Underware (Groenewegje 136, 2515 LR Den Haag, the Netherlands, www.underware.nl) and may be registered in certain jurisdictions.

Additional fonts provided by House Industries, Elsner+Flake and Veer Incorporated.

Music Instrument Sponsors

The Avedis Zildjian Company, with special thanks to Brad Baker, Ann Marie Sanfilippo, Chris Frezza and Jason LaChapelle

Fender Musical Instruments Corporation, with special thanks to Bill Mendello, Mark Van Vleet, Brian Tedeschi, Ritchie Fliegler, Del Breckenfeld, Jason Padgitt, Clay Lyons, Richard McDonald, Bill Cummiskey, Justin Norvell, and Paul Herring

Ludwig Drum Company, a division of Steinway Musical Instruments, Inc., with special thanks to Rich Breske and Jim Catalano

MTV GAMES

Senior VP: Paul DeGooyer
Vice President: Bob Picunko
VP Marketing: Tony Calandra
Vice President Music Strategy: David Seklir
VP Digital Business & Legal Affairs: Monty Sarhan
Vice President, Financial Planning & Analysis: Roger Chong
Vice President, Controller: John Giraldo
Senior Counsel Business & Legal Affairs: Sue Perng Lee
Director, Product Management: Rick Mehler
Director, Sales: Dorothy Ferguson
Senior Director, MTV Communications: Jeff Castaneda
Director, Creative: Stephanie D'Ambra
Product Management: Celine Willard
Project Management: Meredith Fromkin
Sr. Producer: Marc Nesbitt
Special Thanks:
Marianna Agathoklis, Sandy Alouete, Catherine Balsam-Schwaber, Lewis Bogach, Glenn Briffa, Bob Brown, Tom Calderone, Anita Chinkes, Angela Courtin, Nigel Cox-Hagan, Mary Beth Cunin, Pete DeGrazio, Tony DiBari, Tony DiSanto, Michele Dix, Amy Doyle, Rich Eigendorff, Kelley Electa, Sean Evans, Tina Exarhos, Chris Ficarra, Rob Forella, Kristin Frank, Stephen Friedman, Richard Gay, Cheryl Gehbauer, David George, Christina Glorioso, Brian Graden, Emilenne Gray, Liann Hagy, Tim Healy, Colin Helms, Stacey Herron, Andy Holeman, Courtney Holt, Pete Jacobs, Joanne Jacobson, Sam Judd, Deb Kadetsky, Hillary Kahn, Kevin Kay, Jeannie Kedas, Rick Krim, Evan Kroft, Robert Kusbit, Kerith Lemon, Marc Leonard, Jeffrey Light, Chris Linn, Mike Lopez, Ocean MacAdams, John MacDonald, Ross Martin, Tony Maxwell, Chris McCarthy, Duncan Macdonald, Lori Megown, Suzanne Norman, Anne Oakley, Joe Ortiz, Amy Pascale, Casey Patterson, Brian Philips, Shelly Powell, Courtney Powell, Lee Rolontz, Rosanne Russo, Dan Sacher, Niels Schuurmans, Bex Schwartz, John Shea, Lisa Sherman, Lisa Silfen, Dave Sirulnick, Jon Slusser, Deborah Sowray, Dario Spina, Shelly Tatro, Van Toffler, Perry Turcotte, Wendy Weatherford, Keshia Williams, Brad Winters, Jeff Yapp, Ben Zurier, the MTV/Viacom legal team of Michael Fricklas, Mark Morril, George Cheeks, Andra Shapiro, Beth Matthews, Michelena Hallie, Heather Windt, Imani Garner and Jennifer Doehne and the legal team of Dan Schnapp, Bobby Schwartz, Matt Syrkin, Brian Berliner, Matt Kline and Jordan Raphael.

ELECTRONIC ARTS

SVP, GM, EA Partners: David DeMartini
VP, GM Rock Band, EA Partners: Stephen D'Eredita
VP, Production, EA Partners: Jon Horsley
Producer, EA Partners: David Yee
Associate Producer, EA Partners: Steve Arnold
Assistant Producer, EA Partners: Craig Krstolic
VP, Partner Management, EA Partners: Nancy Fong
Sr. Partner Manager, EA Partners: Raphael Ruland
Program Manager: Crystal Sanchez
Sr. Director, Business Development, EA Partners: Dan Sherman
Director, Finance, EA Partners: Tom Little
VP of Marketing: Craig Rechenmacher
Director of Marketing: Erika Peterson
PR Director: Bryce Baer
PR Manager: Devin Bennett
Europe Senior Marketing Director, EA Partners: Gary Booker
Europe Senior Product Manager, EA Partners: Simon Bull
Europe Rock Band Management, EA Partners: Martina Gadringer
Operations: Jeanette Balentine, Ian Brocklehurst, Anna Brown, James Cherry, Justin Collins, Paul Murray
Finance and Accounting: Matthew Howell, Sayuri Ohno, Rosemarie Poblete, Damian Butler, Dickson Gee
Sales/Retail: Tom Cipolla, Scott Forrest, Ryan James, Laura Miele, Ben Tisdale, Jen Hunter
Special Thanks: Rich Cusolito, Dan Davis, Michael Deir, Michael Doran, Chris Espiritu, Brendan Geraghty, Kima Hayuk, Rick Helmer, Craig Hiland, Joe Kaiser, Mike Karol, Randy Marshall, Marvin Pena, Michael Poley, Richard Rasmussen, Chris Serra, Lauren Siegel, Elaine Singleton, Ben Smith, Marybel Vasaya, Evelyn Walker, Michael Yasko
EA Certification: Dave Beck, Jason Collins, Steve Cook, Ben Crick, Ricardo De Avila, Seferino Gallardo, Eron Garcia, Wes Hendrix, Ryan Jacobson, Darryl Jenkins, Harry Kashouli, Mike Kushner, Raymond Langford, Conrad Leiden, Dan Martell, Shaun McCourt, Russell Medeiros, Garrett Muldoon, Ryan Roque, Mary-Joyce Sacman, Chance Shiflett, Richard Silva
Senior Director, QA North America: Dave Steele
Senior QA Manager: Matthew Brown
QA Project Manager: Robert Walton
QA Project Lead: Daniel Allender
Test Lead: Raasahn Browder
Assistant Lead: Nathan J Karklins
QA Testers: Cenon Corpuz Jr., Kip Ernst, Dawn Spencer, Elias Zoulas
QA Support Manager: Dave Koerner
QA Compliance Leadership: Steve Jenkins, Mark Johnson, Matt Landi, Josh Riemersma

QA Compliance Testers: Karlo Abajon, Michael Chan, Alvin Jean-Baptiste, Jonathan Olazabal, Theodore Serafica
QA Hardware Support: Matt Kile, Brian Battistini
QA Administrative Assistant: Ericka Sykes
Senior HR Generalist: Chad Peshak

A Special Thanks to Michael Sandborn.
You will be missed
1982 – 2009

VMC Test Team

Senior Test Lead: Scott Ferguson
Test Lead: Phil Cappuccio, Trefor Moss
Senior Tester: Mark Pragelas
Testers: Gabriel Adamson, Philip Campbell, Jeff Fogel, Robert de Haan, Brent Lumsden, Jason Smart

Facial animation software provided by FaceFX. © 2002-2006, OC3 Entertainment, Inc. and its licensors. All rights reserved.
VoiceIn™ Game Solutions SDK
All FENDER and JACKSON electric guitars and basses, FENDER and SWR amplifiers, logos, trade dress, and production configuration, including the distinctive guitar and bass headstock and body designs, contained in this game are the trademarks of Fender Musical Instruments Corporation and used herein under license. All rights reserved. All GRETSCH electric guitars and basses contained in this game are the trademarks of Fred W. Gretsch Enterprises, Ltd. and used herein under license. All rights reserved.
LUDWIG and any other LUDWIG-related marks are the property of Conn-Selmer, Inc. All rights reserved.
Zildjian and all related marks and logos are the property of The Avedis Zildjian Company Inc. All rights reserved.

SONG CREDITS

"Peace Of Mind" as performed by Boston courtesy of SONY BMG Music Entertainment Written by Tom Scholz Published by Pure Songs (ASCAP) Administered by Next Decade Entertainment, Inc. All rights reserved. Used by permission.

"Rock & Roll Band" as performed by Boston courtesy of SONY BMG Music Entertainment Written by Tom Scholz Published by Pure Songs (ASCAP) Administered by Next Decade Entertainment, Inc. All rights reserved. Used by permission.

"California Uber Alles" as performed by Dead Kennedys courtesy of Manifesto Written by Jello Biafra, East Bay Ray, Klaus Flouride, John Greenway and Dead Kennedys published by DECAY MUSIC (BMI), administered by Bug.

"Holiday in Cambodia" as performed by Dead Kennedys courtesy of Manifesto Written by Jello Biafra, East Bay Ray, Klaus Flouride, Ted, and Dead Kennedys published by DECAY MUSIC (BMI), administered by Bug.

"All Right Now" as performed by Free courtesy of Universal Music Enterprises written by Andy Fraser, Paul Rodgers Published by Spirit One Music o/b/o Blue Mountain Music Ltd.

"Bad to the Bone" as performed by George Thorogood courtesy of EMI Film & TV Music Written by George Thorogood published by Del Sound Music BMI © 1981.

"Funk #49" as performed by The James Gang courtesy of Universal Music Enterprises James K. Fox; Jim Fox; Dale Peters; Joseph Fidler Walsh published by SONGS OF UNIVERSAL, INC. on behalf of itself and HOME MADE MUSIC CO.

"Hymn 43" as performed by Jethro Tull courtesy of EMI Film & TV Music Written by Ian Anderson published by Chrysalis Music (ASCAP).

"Let Love Rule" as performed by Lenny Kravitz courtesy of EMI Film & TV Music Written by Lenny Kravitz. Miss Bessie Music (ASCAP).

"Hit Me With Your Best Shot" as performed by Pat Benatar courtesy of EMI Film & TV Music Written by Edward Schwartz (SOCAN) 100% Published by Sony/ATV Tunes LLC (ASCAP) obo Sony/ATV Music Publishing Canada (SOCAN).

"Can't Stand Losing You" as performed by The Police courtesy of Universal Music Enterprises written by Sting. EMI Blackwood Music Inc. (BMI) All Rights Reserved. Used By Permission.

"Truth Hits Everybody" as performed by The Police courtesy of Universal Music Enterprises written by Sting. EMI Blackwood Music Inc. (BMI) All Rights Reserved. Used By Permission.

"Closer to the Heart" as performed by Rush courtesy of Universal Music Enterprises and Core Music Publishing written by Neil Peart, Gary Weinrib, Alex Zivojinovich © 1981 Core Music/All Rights Reserved (SOCAN/SECSAC-USA).

"Red Barchetta" as performed by Rush courtesy of Universal Music Enterprises and Core Music Publishing. Neil Peart, Gary Weinrib, Alex Zivojinovich © 1981 Core Music/All Rights Reserved (SOCAN/SECSAC-USA).

"Kiss Them For Me" as performed by Siouxsie & the Banshees courtesy of Universal Music Enterprises Written by Bailey, Ballion, Clarke, McCarrick published by Domino Music Publishing Inc. and Martin McCarrick publishing.

"Take The Money & Run" as performed by Steve Miller Band courtesy of EMI Film & TV Music Written by Steve Miller © 1976 Sailor Music (copyright renewed) - Used by Permission - All Rights Reserved.

"The Joker" as performed by Steve Miller Band courtesy of EMI Film & TV Music Written by Steve Miller © 1973 Sailor Music (copyright renewed), Warner-Tamerlane Music, Jim Rooster Music - All rights Reserved Used by Permission.

"Love Spreads" as performed by The Stone Roses courtesy of Universal Music Enterprises written by John Squire published by Sony/ATV Music Publishing 100%.

"Behind Blue Eyes" as performed by The Who courtesy of Universal Music Enterprises written by Peter Townshend 1971 Careers-BMG Music Publishing (BMI)/ Towser Tunes Inc (BMI)/ BMG Music Publishing International Ltd (PRS)/ Fabulous Music/ ABKO Music Inc All Rights For The World On Behalf Of Towser Tunes Inc (BMI) Administered By Careers-Bmg Music Publishing (BMI) All Rights For The UK Administered By BMG Music Publishing International Ltd (PRS) All rights reserved. Used by permission.

"Baba O'Riley" as performed by The Who courtesy of
Universal Music Enterprises written by Peter Townshend
1971 Careers-BMG Music Publishing (BMI)/ Towser Tunes Inc (BMI)/
BMG Music Publishing International Ltd (PRS)/ Fabulous Music/
ABKO Music Inc All Rights For The World On Behalf Of Towser
Tunes Inc (BMI) Administered By Careers-Bmg Music Publishing
(BMI) All Rights For The UK Administered By BMG Music Publishing
International Ltd (PRS) All rights reserved. Used by permission.

"29 Fingers" as performed by The Konks courtesy of Bomp Records
Jon Porth, Bob Wilson, Kurt Davis
2005 God Says Music. All rights reserved. Used by permission.

"Can't Let Go" as performed by Death of the Cool
Izzy Maxwell
2007 Izzy Maxwell. All rights reserved. Used by permission.

"Seven" as performed by VAGIANT
Helen McWilliams
2007 VAGIANT. All rights reserved. Used by permission.

"E.D.G." as performed by Emeen Zarookian
Emeen Zarookian
© Emeen Zarookian 2007
Published by Omnirox Music
Omnirox Entertainment.

"Instrumental" as performed by The Main Drag
Adam Arrigo, Matt Boch, Jon Carter, John Drake, Matt Levitt
© Main Drag 2008
Reasonable People's League.

"The Episode" as performed by Death of the Cool
Izzy Maxwell
© Izzy Maxwell 2008.

"Sinner" as performed by Breaking Wheel
Jeff Allen, Dan Rony, Dave Levin
© Breaking Wheel 2008.

EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries.

Harmonix, Rock Band, Rock Band Track Packs and all related titles and logos are trademarks of Harmonix Music Systems, Inc., an MTV Networks company. MTV: Music Television, MTV Games and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc.
All other trademarks are the property of their respective owners.

© 2009 Harmonix Music Systems, Inc. All rights reserved. Harmonix, Rock Band, Rock Band 2, Rock Band Track Pack and all related titles and logos are trademarks of Harmonix Music Systems, Inc., an MTV Networks company. Rock Band and Rock Band Track Packs developed by Harmonix Music Systems, Inc. MTV: Music Television, MTV Games and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. Protected by United States Patent Nos. 6,429,863, 6,482,087, 7,164,076, and 7,320,643. Other foreign and domestic patent applications pending. EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All other trademarks are the property of their respective owners.

LIMITED WARRANTY

Limited 60-Day Hardware Warranty

Electronic Arts and its licensors warrant to the original purchaser of any Rock Band hardware peripheral, including a guitar, a drum, or a microphone, (the "Peripheral") that the Peripheral is free from defects in materials and workmanship for a period of 60 days from the date of original purchase. If the Peripheral is found to be defective within 60 days from the date of original purchase, Electronic Arts will replace the Peripheral free of charge by following the instructions below. This warranty is applicable to the original purchaser for the normal intended use of the Peripheral in accordance with the instructions provided with the Peripheral. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect or damage has arisen through modification, abuse, improper use, mistreatment, neglect or accident.

Please **DO NOT** return any *Rock Band* Peripheral (including guitars, drums, and microphones) to retail stores, even if that is where you originally purchased the Peripheral. Retailers are NOT part of our authorized Peripheral warranty support program. In the unlikely event that you encounter a problem with *Rock Band* or any of its Peripherals, please visit http://support.ea.com/rockband. This website contains detailed instructions on how to take advantage of our warranty support program.

Limited 90-Day Software Warranty

Electronic Arts warrants to the original purchaser of this product that the physical recording medium on which the Rock Band software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of original purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of original purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, proper postage prepaid, along with proof of original purchase. This warranty is limited to the Recording Medium and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect or damage has arisen through modification, abuse, improper use, mistreatment, neglect or accident.

Please return the defective Recording Medium or Manual along with (1) a copy of the original sales receipt showing the date of original purchase, (2) a brief description of the difficulty you are experiencing or the defect encountered, and (3) your name, address and phone number to the mail address below, postmarked before the expiration of the warranty period, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you.

Disclaimer of Other Warranties/Remedies

If the Peripheral, Recording Medium or Manual were damaged through modification, abuse, improper use, mistreatment, neglect or accident, any applicable warranty is rendered void and you will need to follow the instructions that apply for returns after the warranty period.

EXCEPT FOR THE EXPRESS LIMITED WARRANTIES SET FORTH ABOVE, ELECTRONIC ARTS AND ITS LICENSORS HEREBY DISCLAIM ALL WARRANTIES, WHETHER OR ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR WARRANTY OF ANY NATURE OR KIND SHALL APPLY OR SHALL BE BINDING UPON OR OBLIGATE ELECTRONIC ARTS OR ITS LICENSORS.

If any such warranties are incapable of being disclaimed, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the warranty period(s) described above. In no event will Electronic Arts or its licensors be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of Rock Band, any Peripheral, Recording Medium, Manual or other product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts or its licensors have been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, Electronic Arts' and/or its licensors' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

EA Contact Information

Online: http://support.ea.com/rockband

Phone: You can contact our automated phone system 24 hours a day for any and all warranty questions:
US 1 (650) 628-1001

Mail: Electronic Arts Customer Warranty, 9001 N I-35 Suite 110, Austin, TX 78753

1917805

EA and its licensors reserve the right to make improvements in the product described in the manual at any time and without notice. © 2009 Harmonix Music Systems, Inc. All rights reserved.

Proof of Purchase
Rock Band® Track Pack™
Classic Rock
1917805

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.